CLAIMS:

1. A graphics processor comprising:

a graphics rendering engine;

a local memory including a frame buffer;

wherein said graphics rendering engine includes logic circuitry for filling said frame buffer with a rectangle of at least 16 pixels per clock cycle, wherein said rectangle can be initiated at a different column for each row of a single polygon being rendered.

2. A system for rendering pixels comprising:

a frame buffer defined by orthogonal x and y coordinates;

a processor for rendering pixels within said frame buffer, said rendering comprising (1) selecting a polygon for rendering within said frame buffer, (2) defining the x and y coordinates of the vertices of a rectangular stamp comprising a fixed number of pixels such that said rectangular stamp is positioned at a first location within at least a first portion of said polygon, (3) rendering the pixels within said rectangular stamp at said first location, (4) moving said rectangular stamp from said first location to a second location within at least a second portion of said polygon, the x coordinates of the vertices of said rectangular stamp at said second location being different from the x coordinates of the vertices of said rectangular stamp at said first location, (5) rendering the pixels within said rectangular stamp at said second location, (6) successively repeating steps (4) and (5) until all of the pixels within said polygon are rendered.

3. A system as in claim 2, wherein said fixed number of pixels is 16 pixels.

4. A system as in claim 2, wherein said processor renders the pixels within said rectangular stamp at each of said locations in one clock cycle of said processor.

5. A system as in claim 2, wherein said polygon is a triangle.

6. A system as in claim 2, wherein said system is a machine for playing a computer game, and said polygon is a primitive of an object of said computer game.

7. A method for rendering pixels comprising:

providing a frame buffer defined by orthogonal x and y coordinates;

rendering pixels within said frame buffer, said rendering comprising (1) selecting a polygon for rendering within said frame buffer, (2) defining the x and y coordinates of the vertices of a rectangular stamp comprising a fixed number of pixels such that said rectangular stamp is positioned at a first location within at least a first portion of said polygon, (3) rendering the pixels within said rectangular stamp at said first location, (4) moving said rectangular stamp from said first location to a second location within at least a second portion of said polygon, the x coordinates of the vertices of said rectangular stamp at said second location being different from the x coordinates of the vertices of said rectangular stamp at said first location, (5) rendering the pixels within said rectangular stamp at said second location, (6)

successively repeating steps (4) and (5) until all of the pixels within said polygon are rendered.

8. A method as in claim 7, wherein said fixed number of pixels is 16 pixels.

9. A method as in claim 7, further comprising performing said method with a processor that renders the pixels within said rectangular stamp at each of said locations in one clock cycle of said processor.

10. A method as in claim 7, wherein said polygon is a triangle.

11. A method as in claim 7, wherein said method is performed for playing a computer game, and said polygon is a primitive of an object of said computer game.